1. What is the use of Hash table?

A hash table is a data structure that is used to store keys and value pairs. It uses a hash function to compute an index into an array in which an element will be inserted or searched. In a hash table, data is stored in an array format where each data value has its own unique index value. Now it becomes a data structure in which insertion and search operations are very fast irrespective of the size of the data.

2. What is priority queue?

 A priority queue is an abstract data type which is like a regular queue or stack data structure, but in it each element has a priority associated with it. In a priority queue an element with high priority is served before an element with low priority.

3. What is Array blocking queue?

Array Blocking Queue is a bounded, blocking queue in which it stores elements internally in an array. Bounded means that it cannot store unlimited amounts of elements. There is an upper bound on the number of elements it can store at the same time. You set the upper bound at instantiation time, and after that it cannot be changed.

4. What is Priority blocking queue?  
 In a **priority blocking queue**, added objects are ordered according to their priority. By default, the priority is determined by its natural ordering. Default priority can be overridden by a [Comparator](https://howtodoinjava.com/java/collections/java-comparator/) provided at queue construction time.

5. What is Concurrent hash map?

Concurrent hash map is the class that is similar to Hash Map but works fine when you try to modify your map at runtime. Concurrent Hash Map allows multiple readers to read concurrently without any [blocking](http://javarevisited.blogspot.com/2012/02/what-is-blocking-methods-in-java-and.html). This is achieved by partitioning Map into different parts based on concurrency level and locking only a portion of Map during updates.

6. What is blocking queue?

A blocking queue is a queue that blocks when we try to dequeue from it and the queue is empty, or if we try to enqueue items to it and the queue is already full. A thread trying to dequeue from an empty queue is blocked until some other thread inserts an item into the queue.

7. How we are getting Hash code in Hash map?

HashMap get(Key k) method calls hashCode method on the key object and applies returned hashValue to its own static hash function to find a bucket location(backing array) where keys and values are stored in form of a nested class called Entry (Map. Entry .

8. Overriding tostring()-

If we want to represent an object of a class as a String, then we can use the toString() method which returns a textual representation of the object.

Overriding hashcode()-

You must override hashCode() in every class that overrides equals(). Failure to do so will result in a violation of the general contract for Object. hashCode(), which will prevent your class from functioning properly in conjunction with all hash-based collections, including HashMap, HashSet, and Hashtable.

Overriding equals()-

The String class overrides the equals method it inherited from the Object class and implemented logic to compare the two String objects character by character. The reason the equals method in the Object class does reference equality is because it does not know how to do anything else.